



Computer Answer Sheet


Prep One (second term)



14-Dealing with aspects of Sprites/or background stage and adjustment.
Costumes tab /or Backdrop)

15-The collections of blocks that are install in Scripts Area in a particular order (as install game Puzzles)(Code blocks)

Q3:-Complete:-

- 1-Backdrop Used to add different backgrounds to stand.
- 2-the collections of blocks that are install in Scripts Area.
- 3- for doubling the number of sprite use control toolbar, drop-down menu
- 4-you can Undo Delete sprite choose Undelete. Using the Edit menu from menu bar of the program.
- 5- -To change the styles of the Stage during design (a small stage layout) choose Small Stage Layout.
- 6-Using the arrow keys keyboard (hire stock keyboard to control sprite.
- 7-the file name extension takes first, sb2
- 8- An important orders used to makes the sprite draws lines and painted during his movement called Pen commands
- 10- You can edit the appearance of the sprite by using drawing tools and colors.
- 11- Use painting tools and colors to modify the appearance of the sprite.
- 12- You can switch between the different forms of the sprite by using the next costume
- 13- To show the movement of the sprite in its various appearances you can put it inside repeating orders.
- 14- To stop the program when you press the "ruler of the program" we use event when space key pressed. 
- 15-repeat 10 is used to Repeat the Commands for number of times.
- 16-forever is used to make repeat infinite times.

Q4:-Choose:-

- 1-To Create new file Select: File (open - new -save)
- 2-To open an existing file Select File (open- new -save)
- 3-Contains Blocks used in the movement of sprites or the Rotate or directions on the stage (Control - Motion - Blokes - Scripts)
- 4-the file name extension takes(.Txt - Php - Sb2)
- 5-To double the number of sprite using (Delete -Duplicate - Save as) from drop menu
- 6- To delete the number of sprite using (Delete -Duplicate - Save as)from drop menu.

8. Through (Stage - Sprite - Script - Backdrop) area, you can add different backgrounds to stage.

9. - (Scripts - Blocks - Motion - Control) is a different sets of Blocks (graphical commands for each group), which are used in sections.

10. - (Sprite - stage coordinates - Scripts - Code blocks) is the collections of blocks that are install in Scripts Area in a particular order (as install game Puzzles).

11. - The (forever - move 10 steps - point in direction 90) block moves sprite a certain number of steps (10 steps), you can change the value of the steps.

Q:-choose:-

(Motion- Cyber Bullying- Events- open-Forever- Backdrop)

1- ... (Event).....Contains Blocks used to determine event.

2- (Cyber Bullying)....The wrong way of expression in chat rooms or messaging on the internet.

3-..... (Motion) Contains Blocks (commands) used in the movement of sprites.

4-... (Forever).... used to repeat block infinite times.

5- ... (Backdrop)...Used to add different backgrounds to stand.

6. To open existing file select... (open) ...command from File menu.

Q5:- put (✓) or (✗):-

1. The Sprite name you can modify it. (✓)

2. You can change the value of moving the steps. (✓)

3. You can change the value of the steps in the previous command. (✓)

4. You can put a picture of the background file for the stage. (✓)

5. There are multiple aspects to all sprites. (✓)

6. Arrange the commands do not affect the outcome of execution in a program.

(✗)

7. You cannot control the direction of rotation of the sprite during design. (✗)

8- To using the help click icon ? (✓)

9. To save the project select save or save as from file menu. (✓)

10. You can use the Repeat commands from control Blocks. (✓)

Q: Compare between Repeat and Forever:-

	
<p>Repeat the Commands for number of times</p>	<p>Is used to make repeat infinite times.</p>

Q: Explain the function of each of the following forms in the pointer

Toolbar

Icon	minimize	maximize	duplicate	delete	help

Q: Write the function of the following:

Symbol	Function
	-To reduce the size
	-To enlarge the size
	-To doubling the number.
	-To delete sprite.
	-To using the help


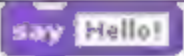


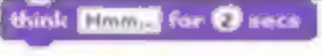




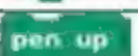


Q: Explain steps insert new sprite in the Scratch program:-

- 1-Click on the icon (choose on object)
- 2-Select object.
- 3-Click on (OK)


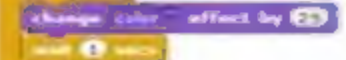

Q: Explain the steps for adding a voice recorder inside a group code

- 1- Add the command (play sound).
- 2- Click on the drop down menu.
- 3- Choose record.
- 4- Record sound.
- 5- Press stop key.
- 6- Add the name to the sound.



Match:

command	function
	A message appears (2 seconds) and then disappears.
	A message does not disappear.
	Active sprite appears on the Stage.
	Active sprite disappears from the Stage
	A message appears differently "Meaning thinking."
	Color and style effects on the sprite
	Delete any effects on the active sprite.
	Using a command when you press the key "Ruler".
	Put the pen sprite movement draw a line
	Lift the pen moves the sprite without drawing
	Chose color
	Clear the stage

Q: Explain the result of the application of the group code straggling to any sprite:

Code blocks	function
	-Run the program when click on the flag
	- Change the color of the object
	-Wait 1 Second.
	- Repeat the previous order forever.

Q: Explain the following code blocks are intruded as a result:

Code blocks	Description	Result
	1-Run the program. 2-Go to the right. 3-Clear any line on the stage. 4-Put the pen. 5-Change the pen color. 6-Repeat the order of 100 time 7-Move 5 steps. 8-Turn to the left by 5 degree.	Draw a circle by dots 

Q:Re-arrange:-

A- Add new sprite from sprite library:

- (1) Click on the shape toolbar add sprite.
- (2) Sprite library window appears.
- (3) Select a sprite.
- (4) Press the OK key.

B- Make a project using command sprite to change colors and effects:-

- (1) When clicked.
- (2) Forever
- (3) change color effect by
- (4) Wait 1 sec

C-steps to save a scratch project:

- (.....)Type the file name
- (.....)Select save as
- (.....)From file menu
- (.....)Select the storage place then click Save button.

Match between column "A" and column "B":



Column "A"	Column "B"
1- Forever block	-Deal with right and left side
2- Change block	- Used to Repeat block number of times.
3- Repeat block	-Used to copy the code blocks
4- Duplicate	-Used to create file or new project.
5- New block	-Used to repeat command infinite times